

FIG. 1

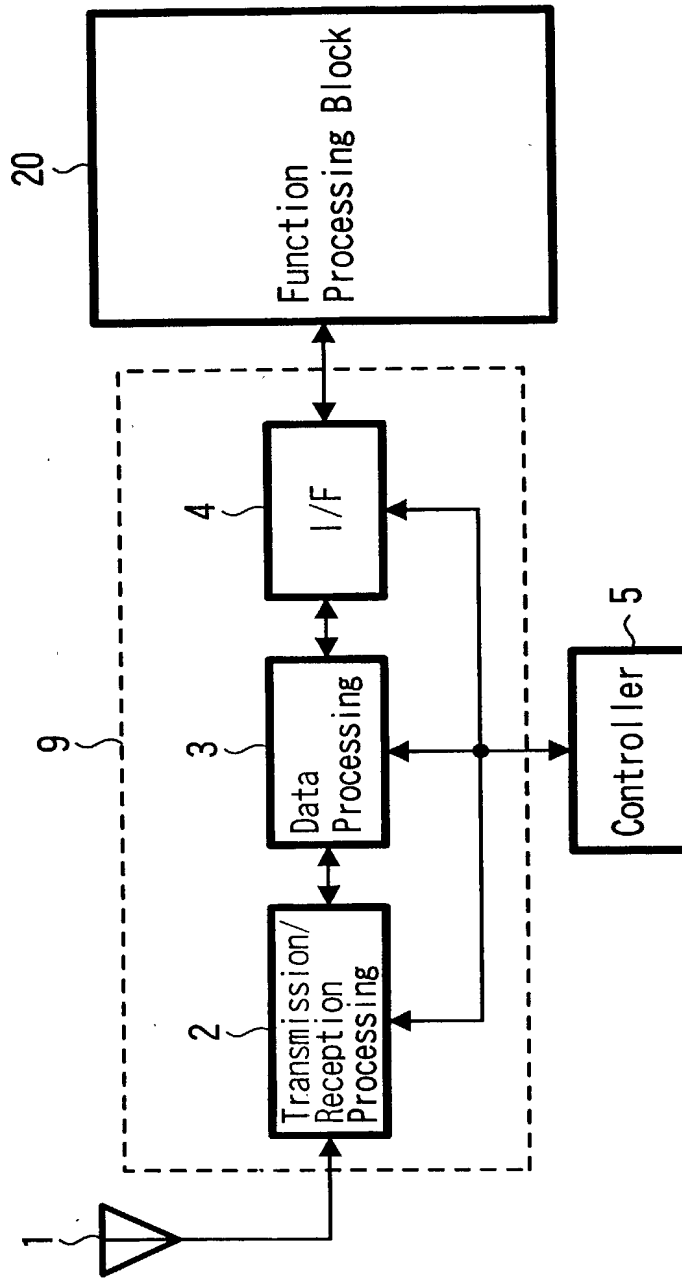


FIG. 2

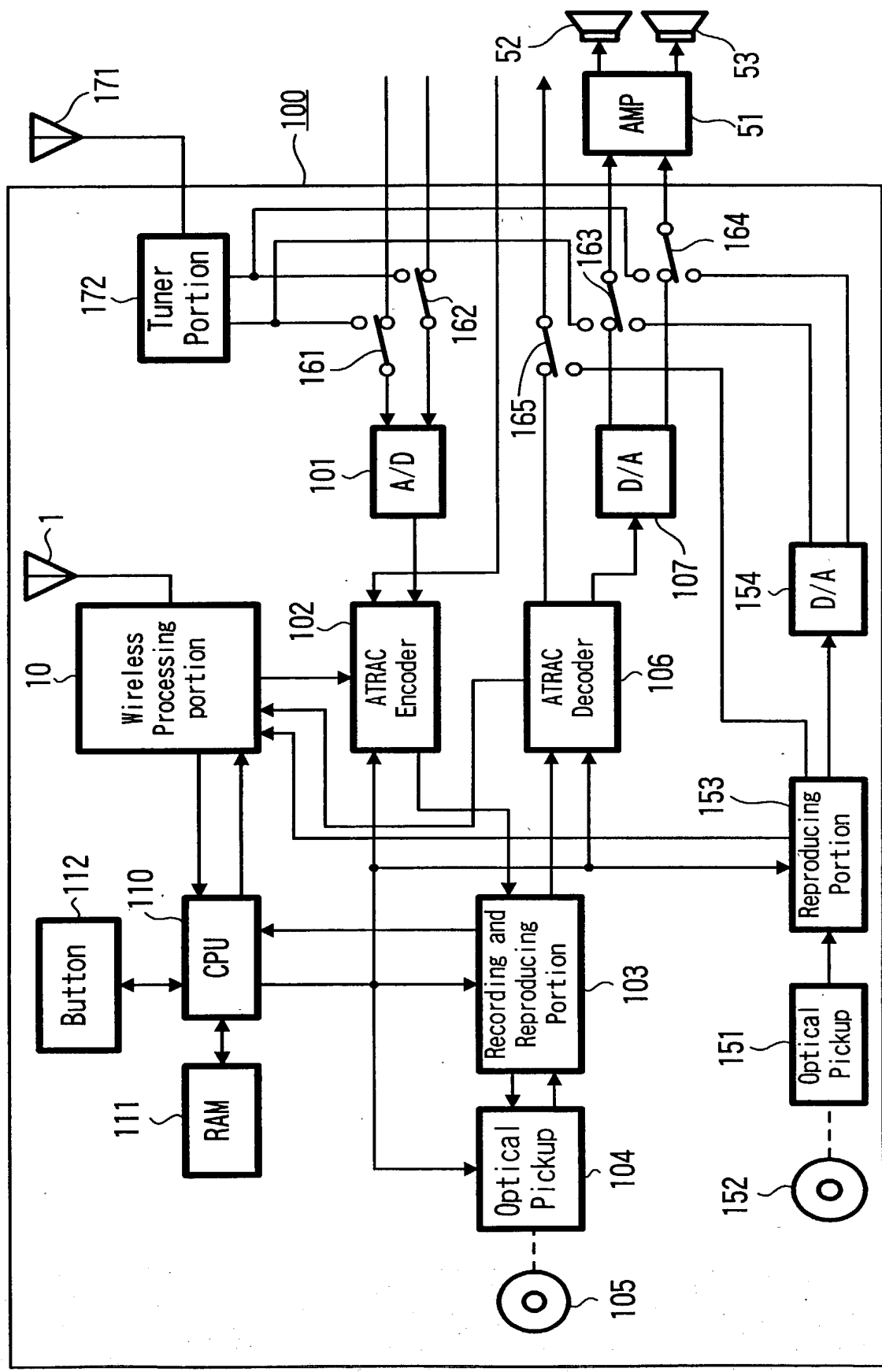
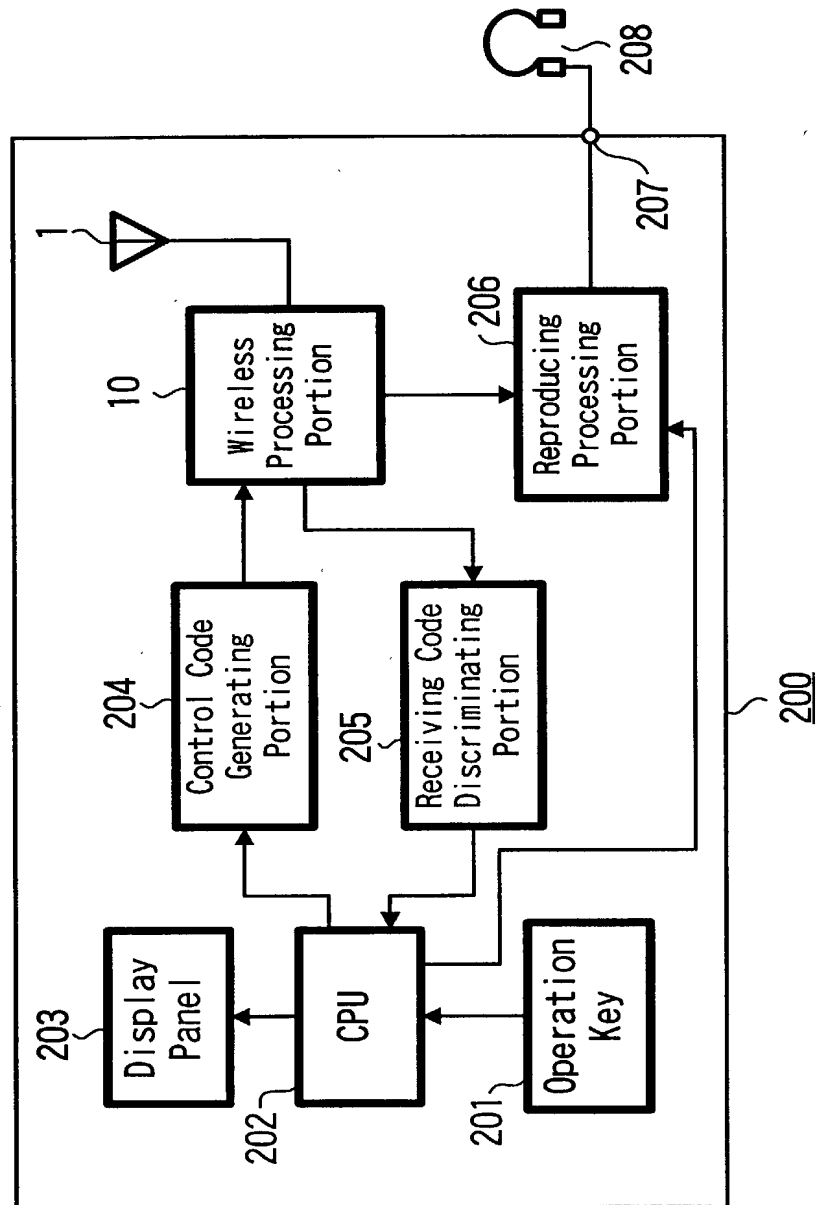
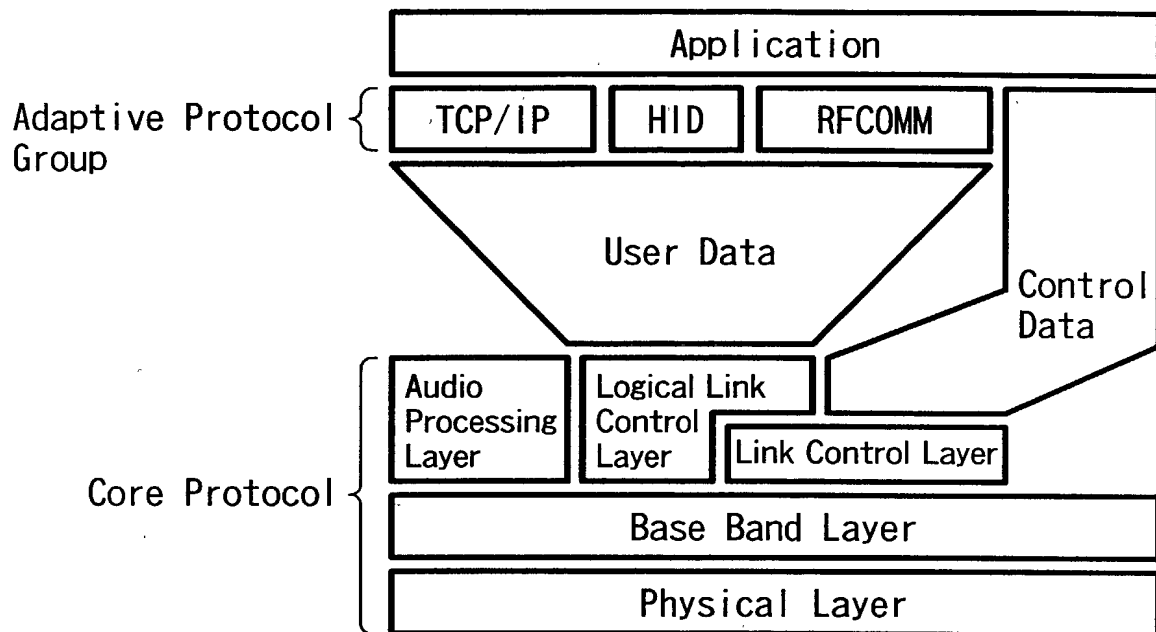


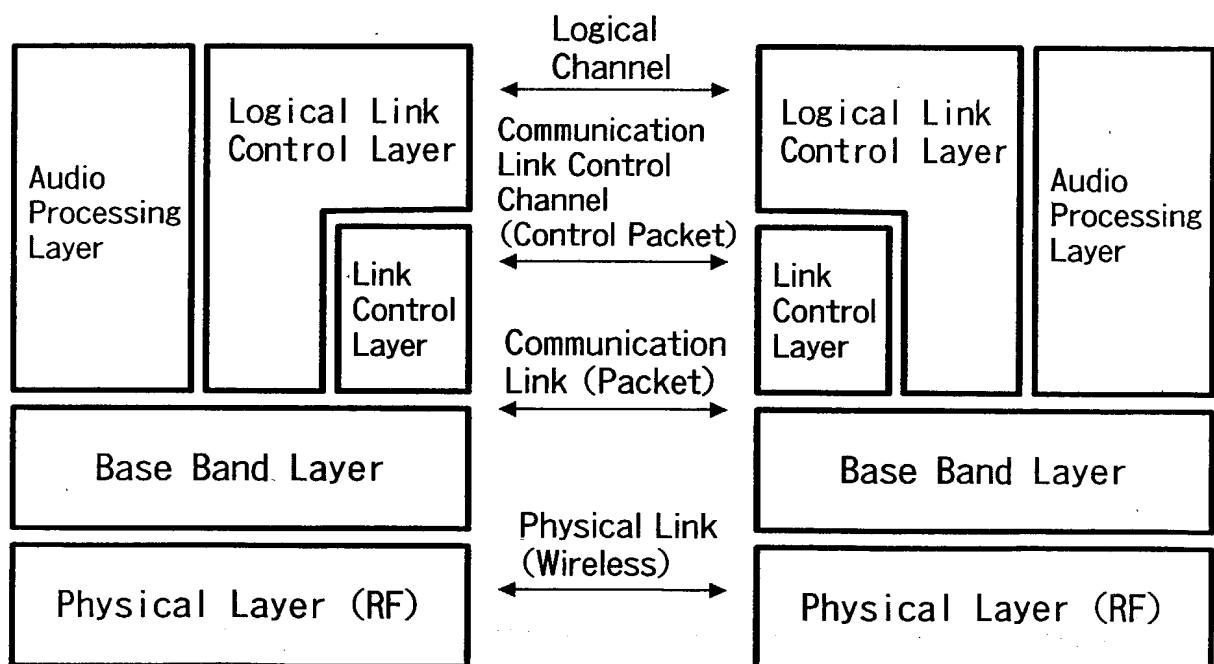
FIG. 3



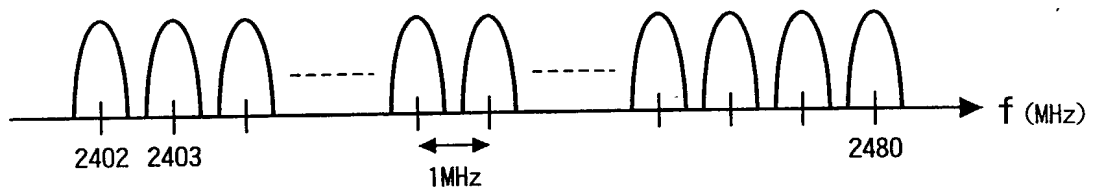
**FIG. 4**



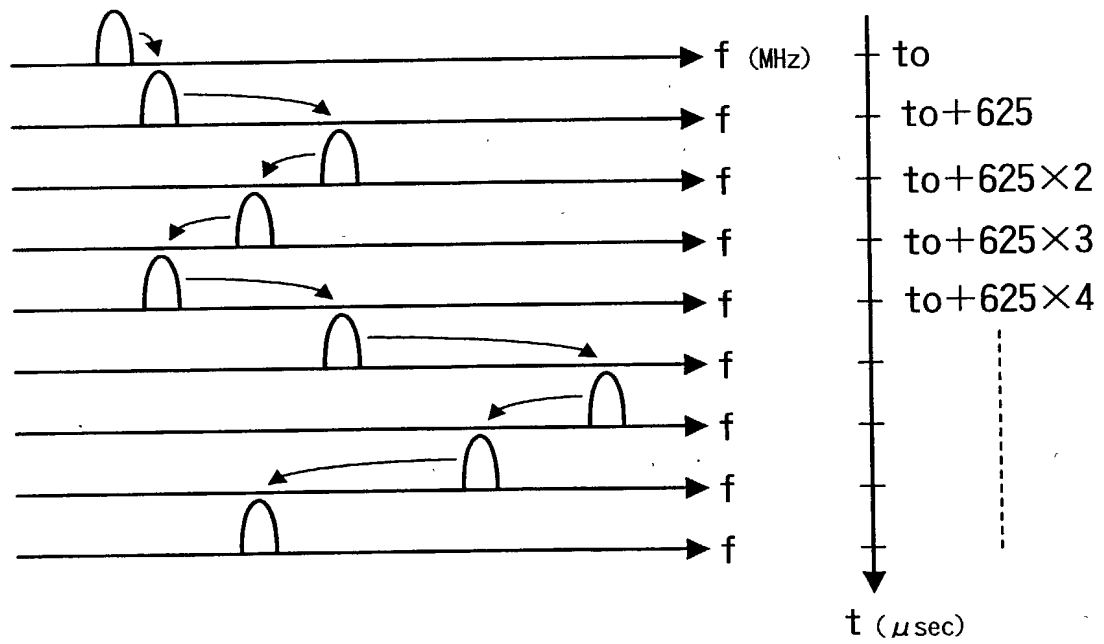
**FIG. 5**



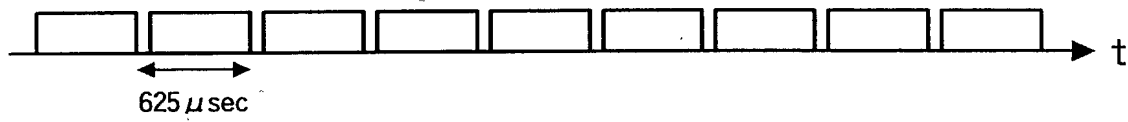
**FIG. 6**



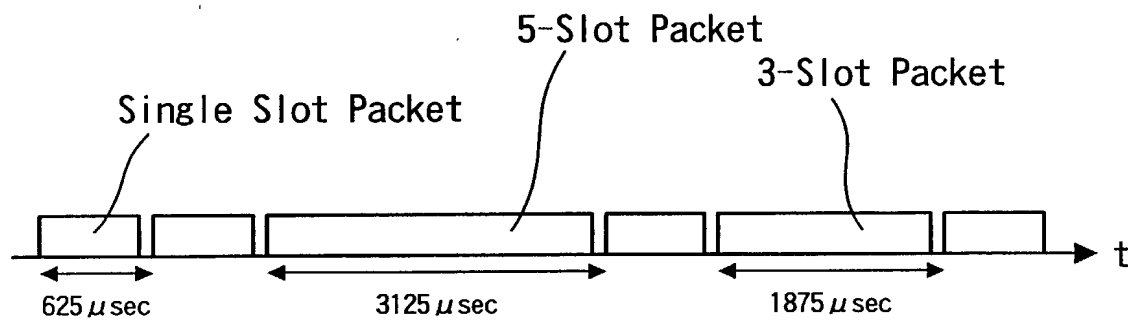
**FIG. 7**



**FIG. 8**



**FIG. 9**



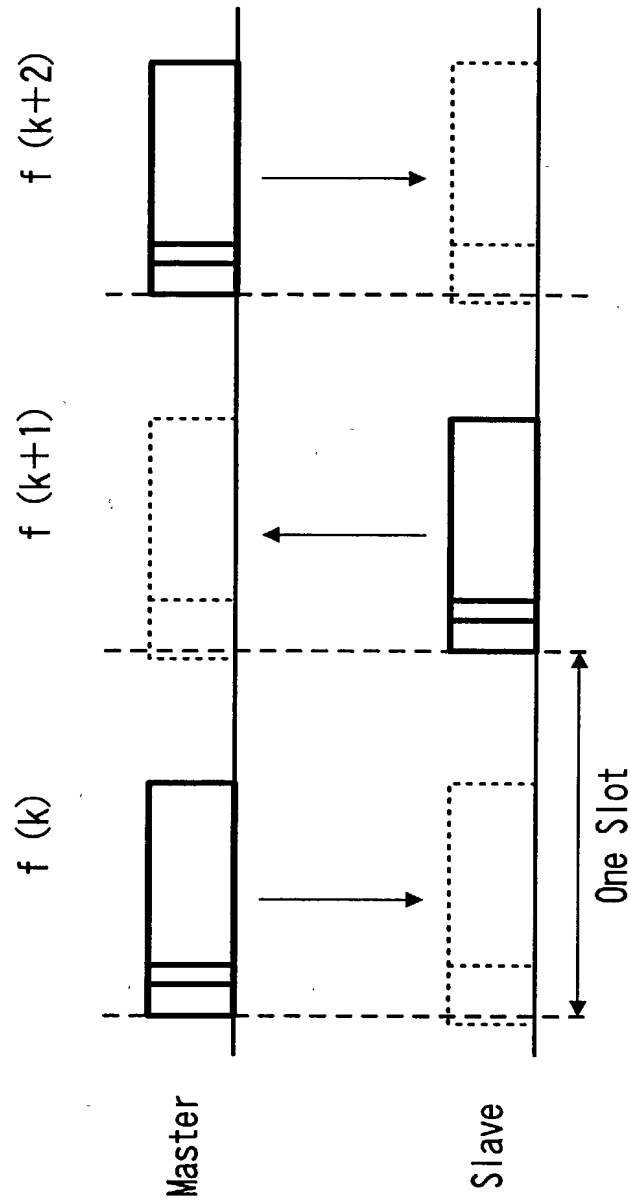
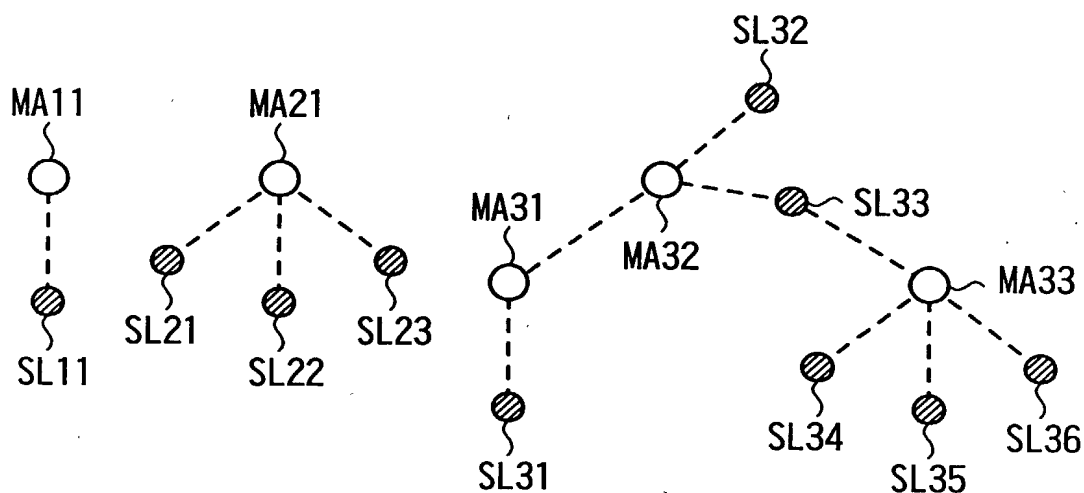


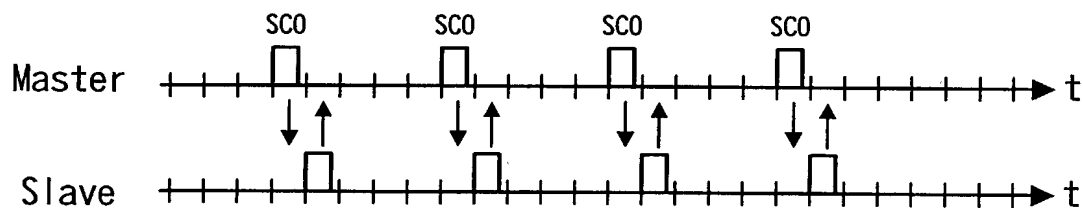
FIG. 10A

FIG. 10B

**FIG. 11**

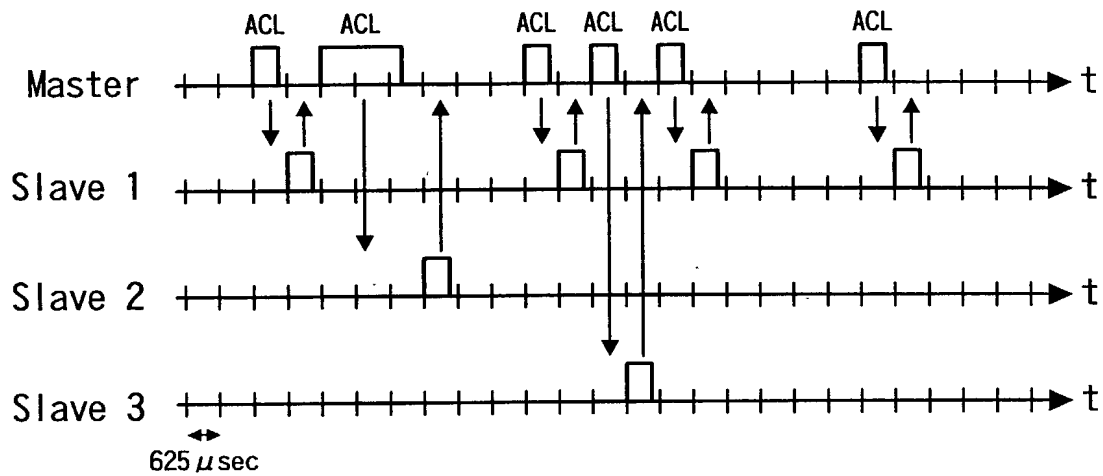


**FIG. 12**

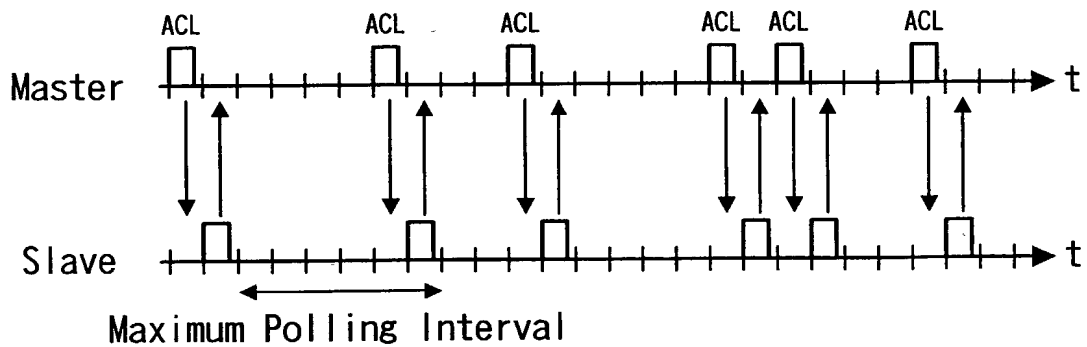


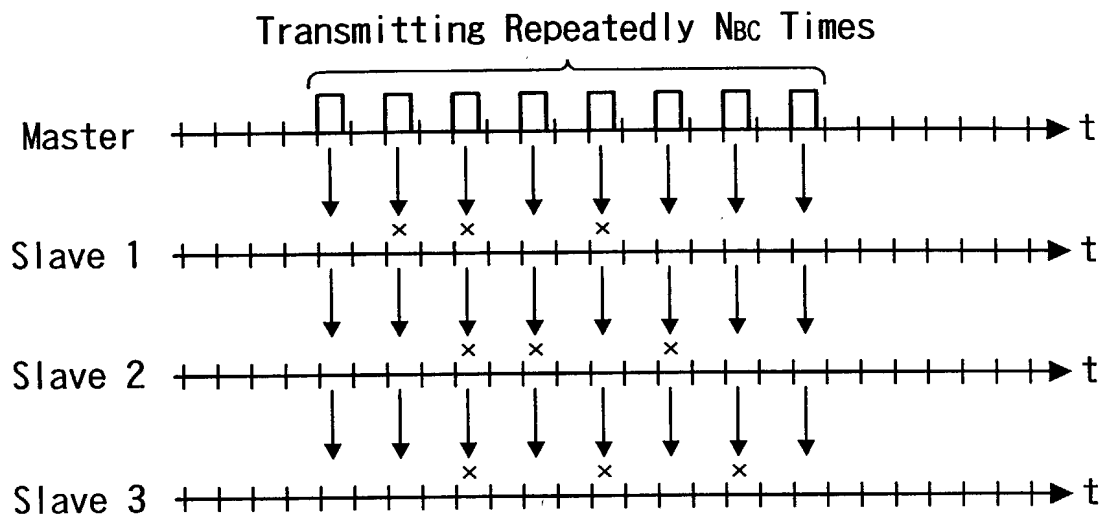
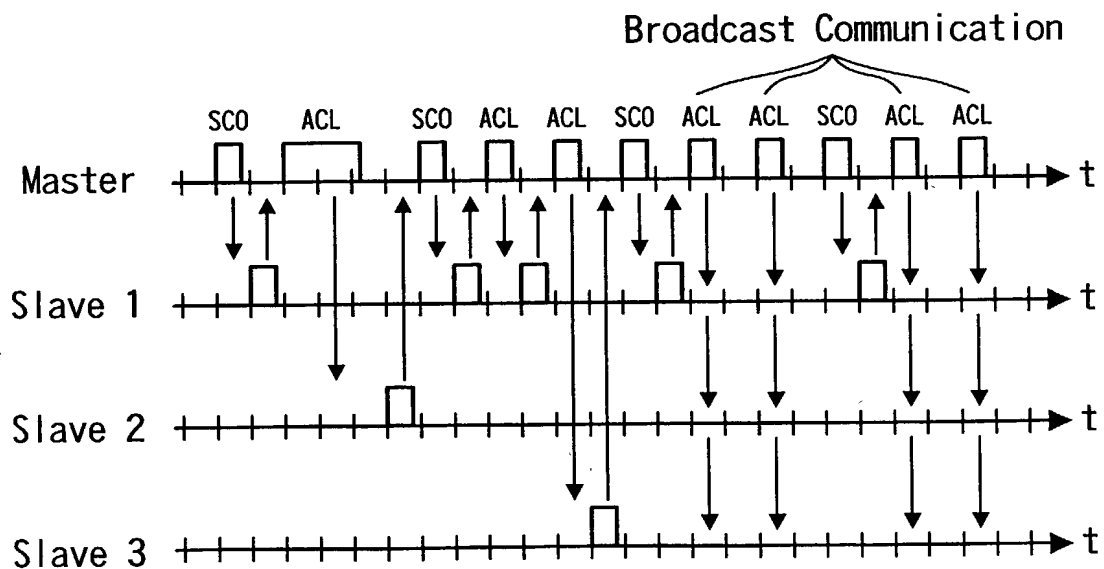


**FIG. 13**



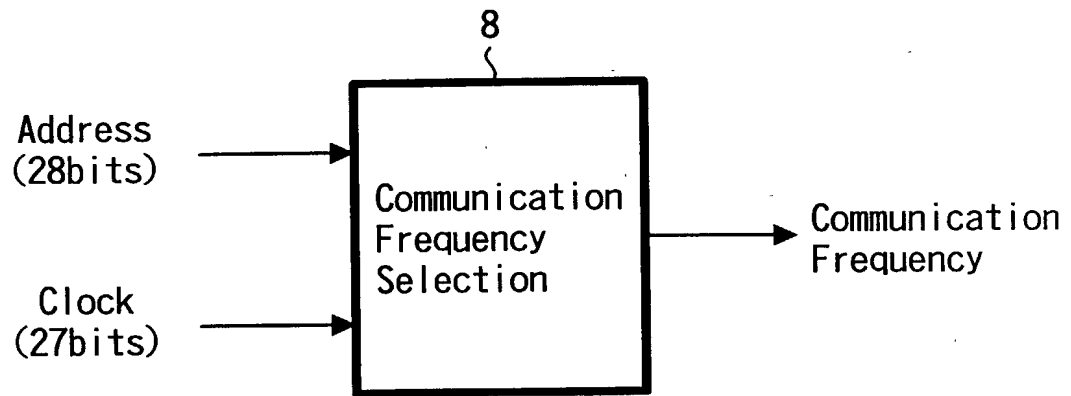
**FIG. 14**



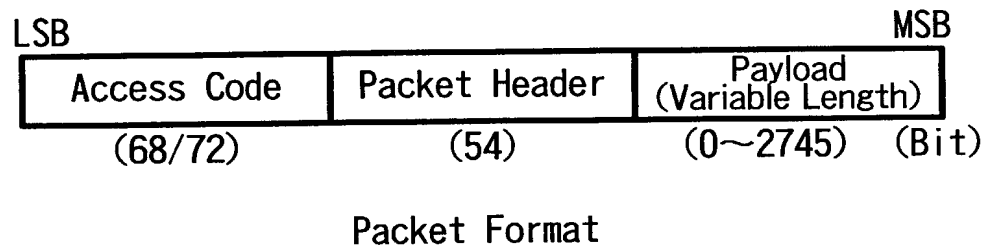
**FIG. 15****FIG. 16**



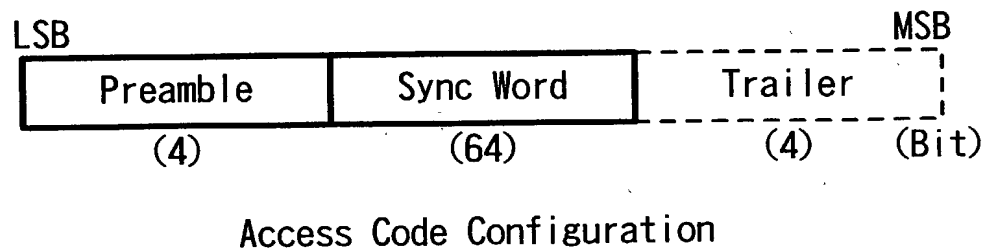
**FIG. 19**



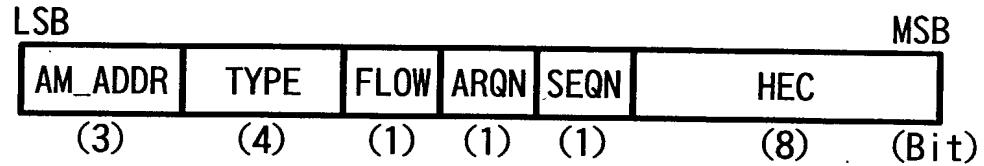
**FIG. 20**



**FIG. 21**

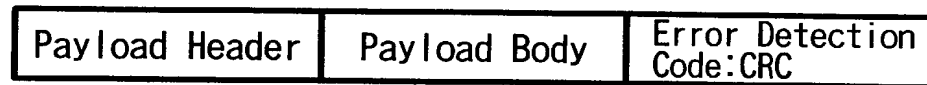


**FIG. 22**



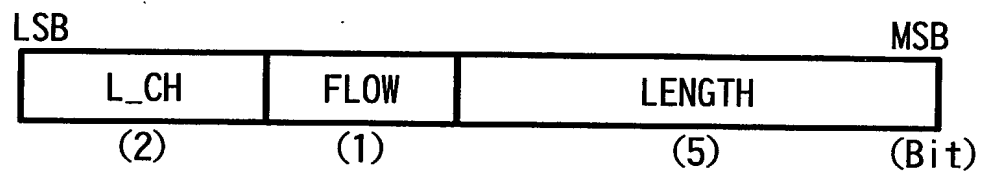
Packet Header Configuration

**FIG. 23**

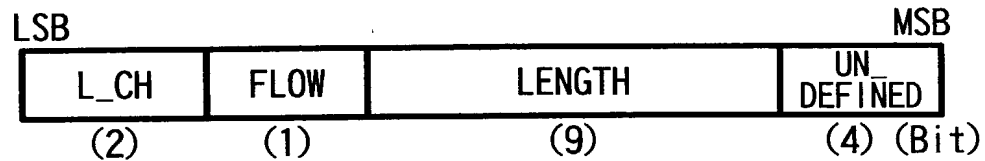


Payload Configuration

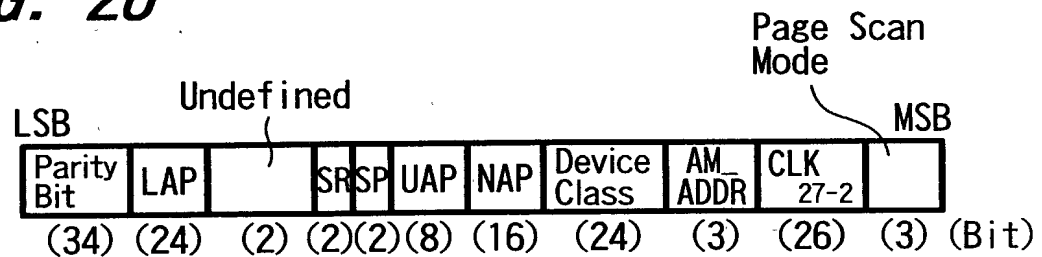
**FIG. 24**



Payload Header Configuration of Single Slot Packet

**FIG. 25**

Payload Header Configuration of Multi-Slot Packet

**FIG. 26**

Payload of FHS Packet

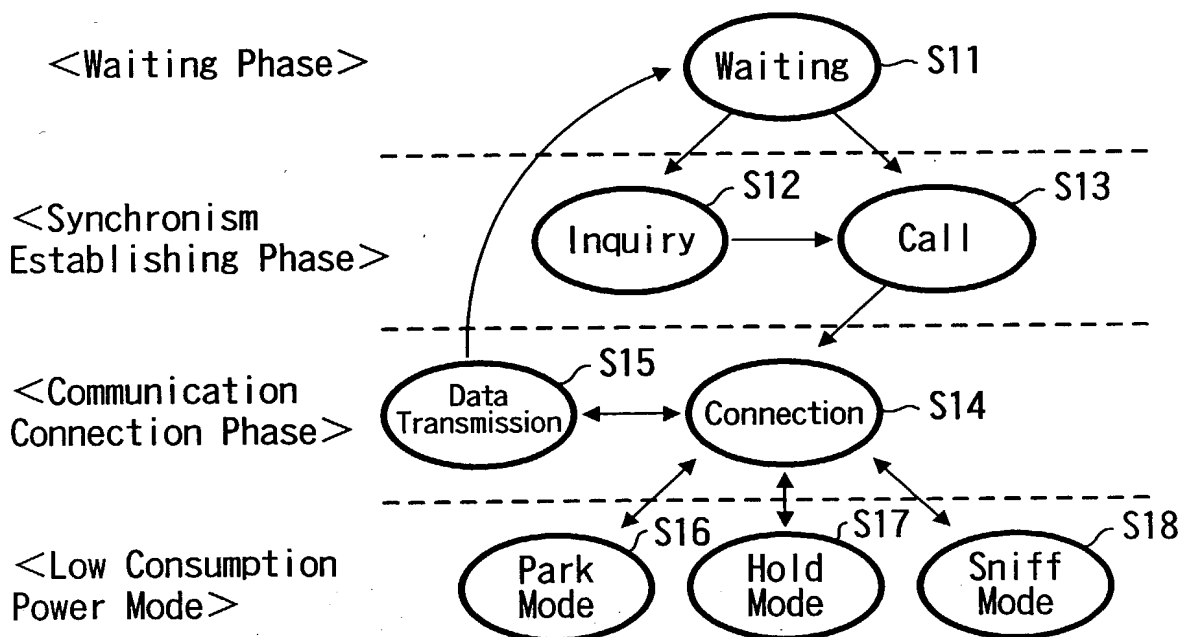
**FIG. 27**

FIG. 28

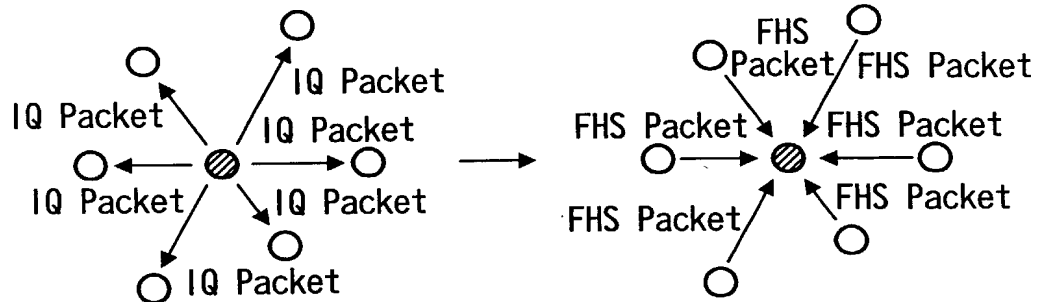


FIG. 29

Outline of Processing Upon Inquiry

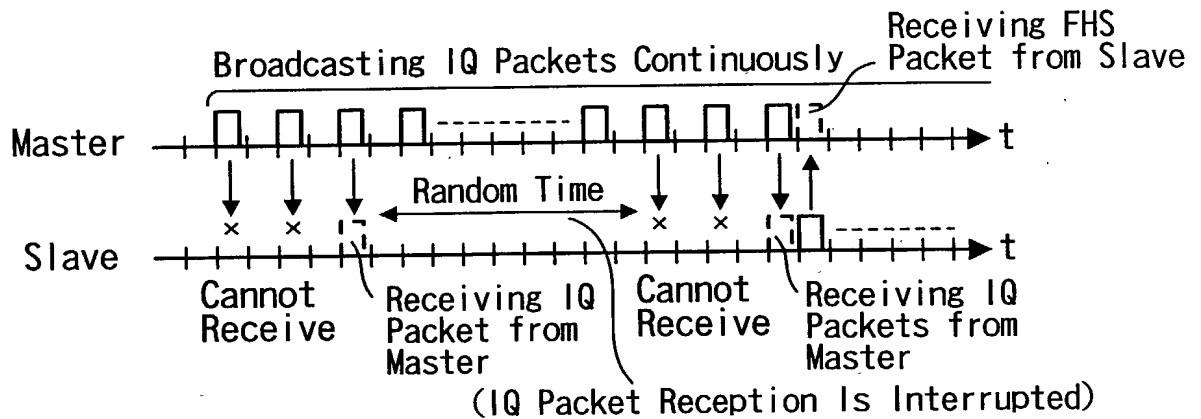
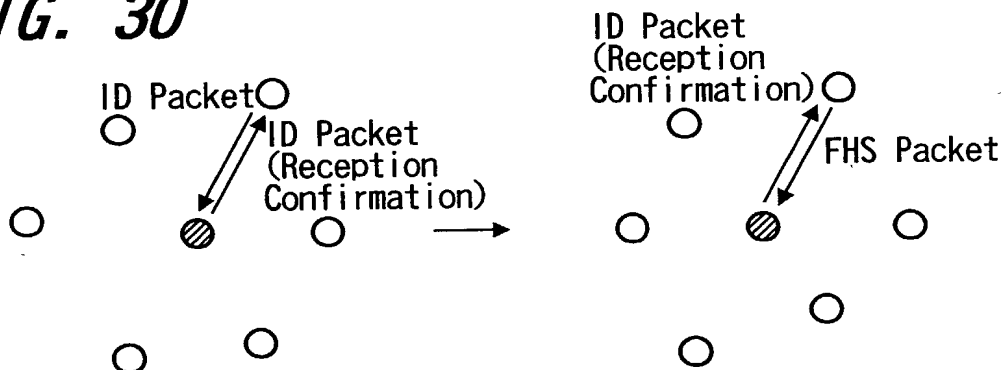
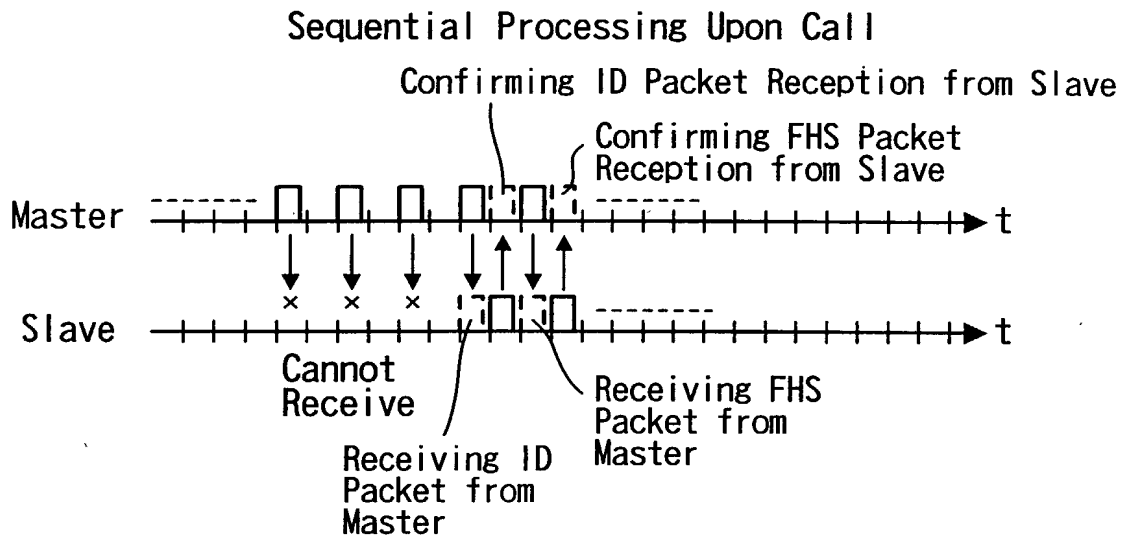


FIG. 30



**FIG. 31**



**FIG. 32**

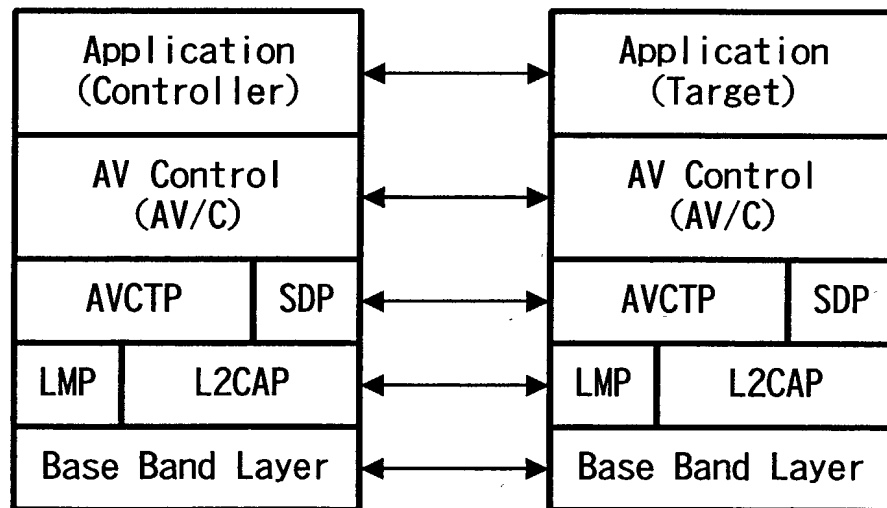
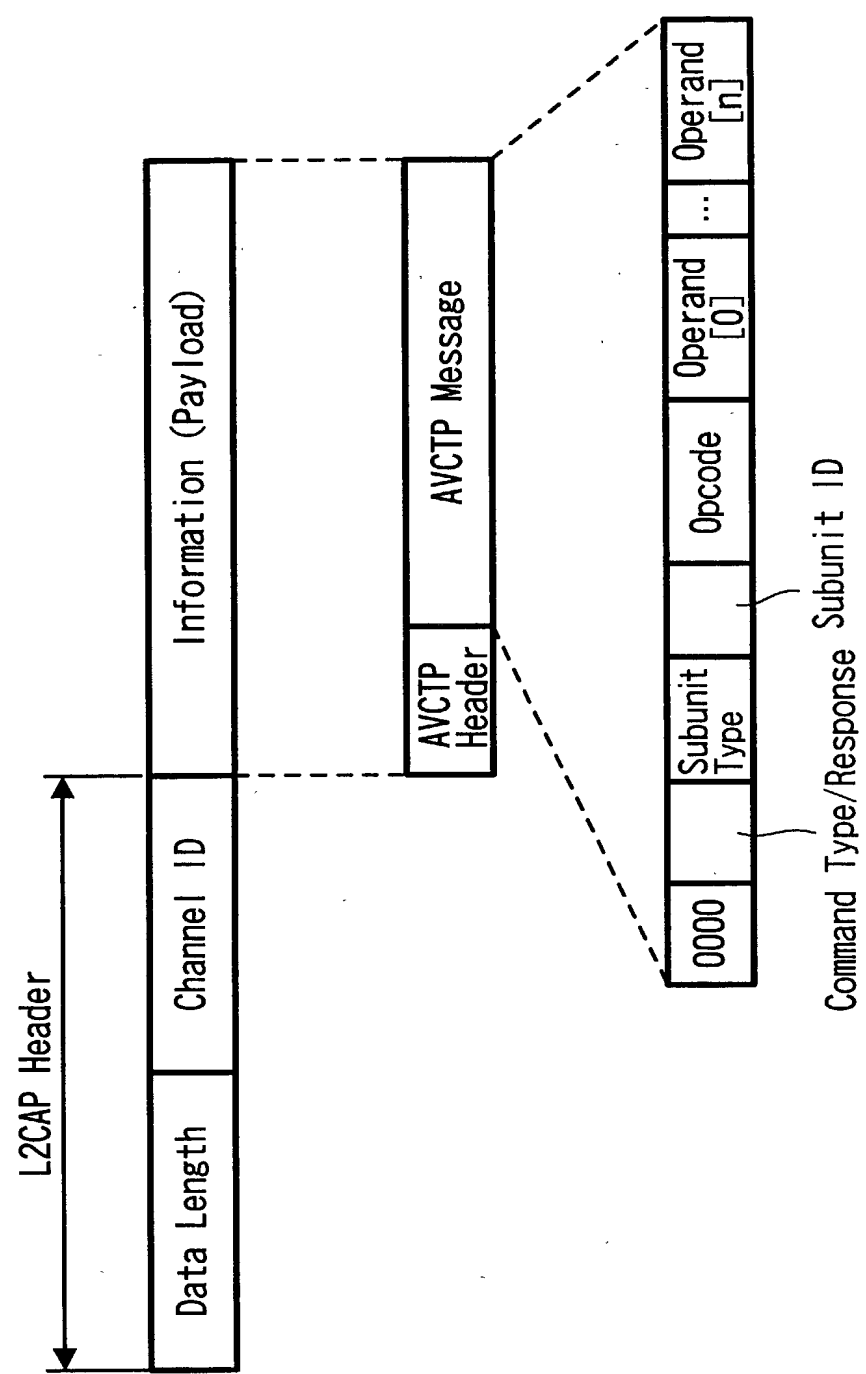
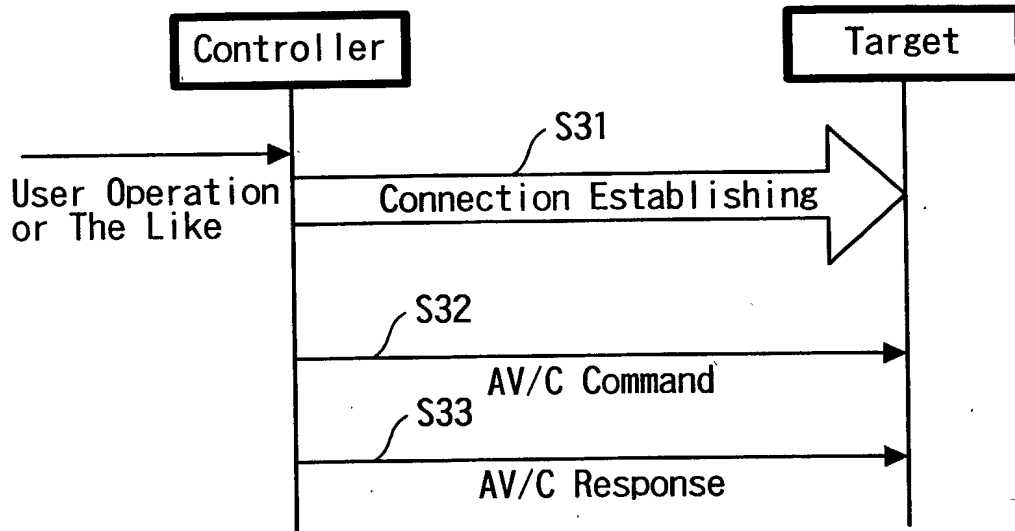




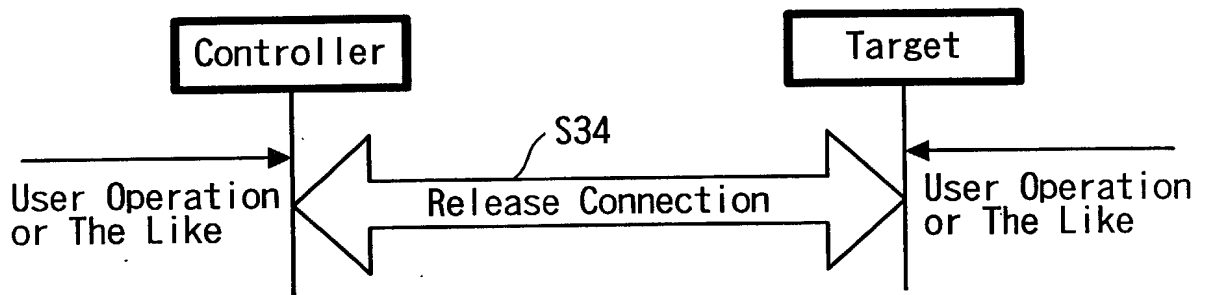
FIG. 33



**FIG. 34**



**FIG. 35**



**FIG. 36**

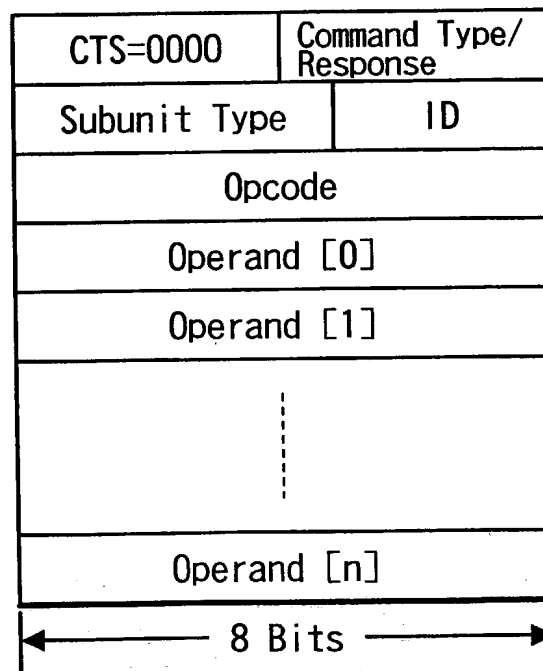


FIG. 37

Command Type/Response		Subunit Type	Opcode:Operation Code
Command	0000	Video Monitor	00h Vender Dependent
	0001	{	50h Search Mode
	0010		51h Time Code
	0011		52h ATN
	0100		60h Memory Open
	0101	61h Memory Readout	
	{	62h Memory Write	
0111		C1h Load	
Response	1000	Tuner	C2h Record
	1001	Video Camera	C3h Reproduction
	1010	BBS	C4h Rewind
	1011	Vender Unique	{
	1100	Undefined	
	1101	(Subunit Type Extended to Next)	
	1110	Unit	

AV/C		Tape Recorder/ In Case of ID0 Reproduction		Forward Direction	
Control		Player			
CTS= 0000	C Type= 0000	Subunit Type= 00100	id= 000	Opcode= C3h	Operand= 75h

AV/C		Tape Recorder/ In Case of ID0 Reproduction		Forward Direction	
Accepted		Player			
CTS= 0000	Response= 1001	Subunit Type= 00100	id= 000	Opcode= C3h	Operand= 75h

FIG. 38A

FIG. 38B

FIG. 39

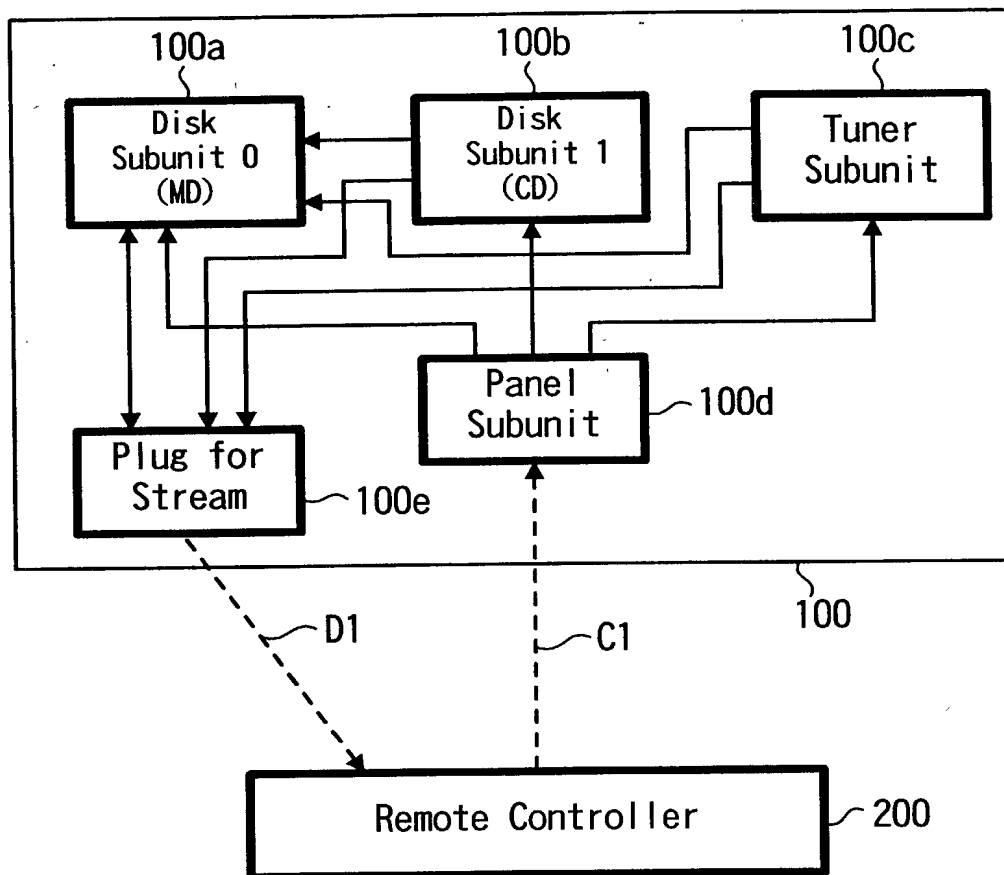
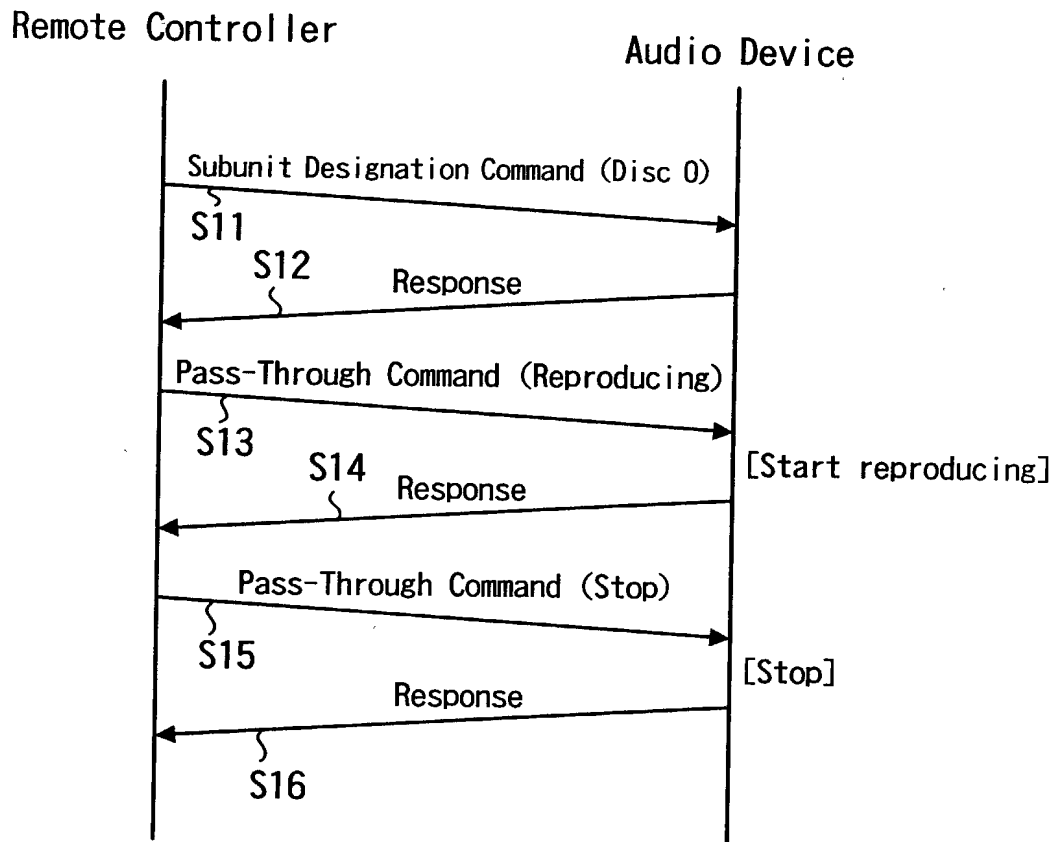
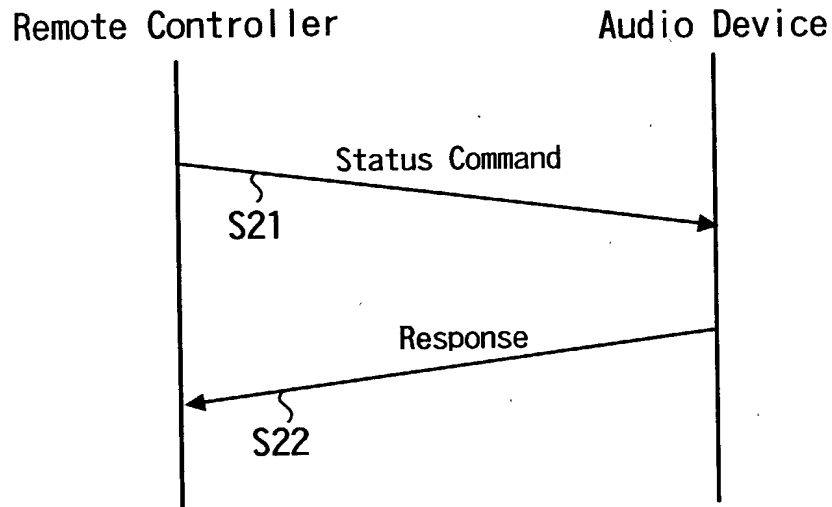


FIG. 40

Command Type	Destination	Opcode	Operand	
Control/Status	Unit	Vender Dependent	Company id	Vender Dependent Deta
Category:AVDCP	Function Type:Operate of Subunit	Data:Operation id	Data:Subunit Type,id	

**FIG. 41****FIG. 42**

	Operand id	Subunit Type id
Control Command	FFh	18h (Disc. 0)
Response	FFh	18h

**FIG. 43****FIG. 44**

	Operation id	Subunit Type id
Status Command	44h (Reproducing)	FFh
Response	44h	18h (Disc 0)

## Pass-Through Command Format

FIG. 46

Operation id	User Operation	Operation id	User Operation
00 <sub>16</sub>	Select	30 <sub>16</sub>	Before
01 <sub>16</sub>	Up	31 <sub>16</sub>	Next
02 <sub>16</sub>	Down	32 <sub>16</sub>	Previous Content
03 <sub>16</sub>	Left	33 <sub>16</sub>	Sound Select
04 <sub>16</sub>	Right	34 <sub>16</sub>	Input Select
05 <sub>16</sub>	Upper Right	35 <sub>16</sub>	Display Information
06 <sub>16</sub>	Lower Right	36 <sub>16</sub>	Help
07 <sub>16</sub>	Upper Left	37 <sub>16</sub>	Page-Up
08 <sub>16</sub>	Lower Left	38 <sub>16</sub>	Page-Down
09 <sub>16</sub>	Route Menu	:	(Undefined)
0A <sub>16</sub>	Setup Menu	:	:
0B <sub>16</sub>	Content Menu	3F <sub>16</sub>	:
0C <sub>16</sub>	Favorite Menu	40 <sub>16</sub>	Power
0D <sub>16</sub>	Exit	41 <sub>16</sub>	Volume-Up
:	(Undefined)	42 <sub>16</sub>	Volume-Down
1F <sub>16</sub>	:	43 <sub>16</sub>	Mute
20 <sub>16</sub>	0	44 <sub>16</sub>	Play
21 <sub>16</sub>	1	45 <sub>16</sub>	Stop
22 <sub>16</sub>	2	46 <sub>16</sub>	Pose
23 <sub>16</sub>	3	47 <sub>16</sub>	Record
24 <sub>16</sub>	4	48 <sub>16</sub>	Rewind
25 <sub>16</sub>	5	49 <sub>16</sub>	Quick Feed
26 <sub>16</sub>	6	4A <sub>16</sub>	Eject
27 <sub>16</sub>	7	4B <sub>16</sub>	(Undefined)
28 <sub>16</sub>	8	:	:
29 <sub>16</sub>	9	:	:
2A <sub>16</sub>	Dot	:	:
2B <sub>16</sub>	Enter	7D <sub>16</sub>	:
:	(Undefined)	7E <sub>16</sub>	Vender Unique
2F <sub>16</sub>	:	7F <sub>16</sub>	(Undefined)

Operation id List



## DESCRIPTION OF REFERENCE NUMERLAS

- 1 ... ANTENNA
- 2 ... TRANSMISSION/RECEPTION PROCESSING PORTION
- 3 ... DATA PROCESSING PORTION
- 4 ... INTERFACE PORTION
- 5 ... CONTROLLER
- 8 ... COMMUNICATION FREQUENCY SELECTING PORTION
- 10 ... WIRELESS PROCESSING PORTION
- 20 ... FUNCTION PROCESSING BLOCK
- 51 ... AMPLIFIER
- 52, 53 ... SPEAKER
- 100 ... AUDIO DEVICE
- 100a ... DISC SUBUNIT (ID = 0)
- 100b ... DISC SUBUNIT (ID = 1)
- 100c ... TUNER SUBUNIT
- 100d ... PANEL SUBUNIT
- 100e ... PLUG FOR STREAM
- 101 ... ANALOG/DIGITAL CONVERTER
- 102 ... ATRAC ENCODER
- 103 ... RECORDING AND REPRODUCING PORTION
- 104 ... OPTICAL PICKUP
- 105 ... DISC
- 106 ... ATRAC DECODER
- 107 ... DIGITAL/ANALOG CONVERTER
- 110 ... CENTRAL CONTROL UNIT (CPU)
- 111 ... RAM
- 112 ... BUTTON

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151 ... OPTICAL PICKUP
152 ... DISC
153 ... REPRODUCING SECTION
154 ... DIGITAL/ANALOG CONVERTER
161 ... CHANGING SWITCH
162 ... CHANGING SWITCH
163 ... CHANGING SWITCH
164 ... CHANGING SWITCH
165 ... CHANGING SWITCH
171 ... ANTENNA
172 ... TUNER PORTION
200 ... REMOTE CONTROLLER
201 ... OPERATION KEY
202 ... CENTRAL CONTROL UNIT (CPU)
203 ... DISPLAY PANEL
204 ... CONTROL CODE GENERATING PORTION
205 ... RECEIVING CODE DISCRIMINATING PORTION
206 ... REPRODUCING PROCESSING PORTION
207 ... OUTPUT TERMINAL
208 ... HEADPHONE

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